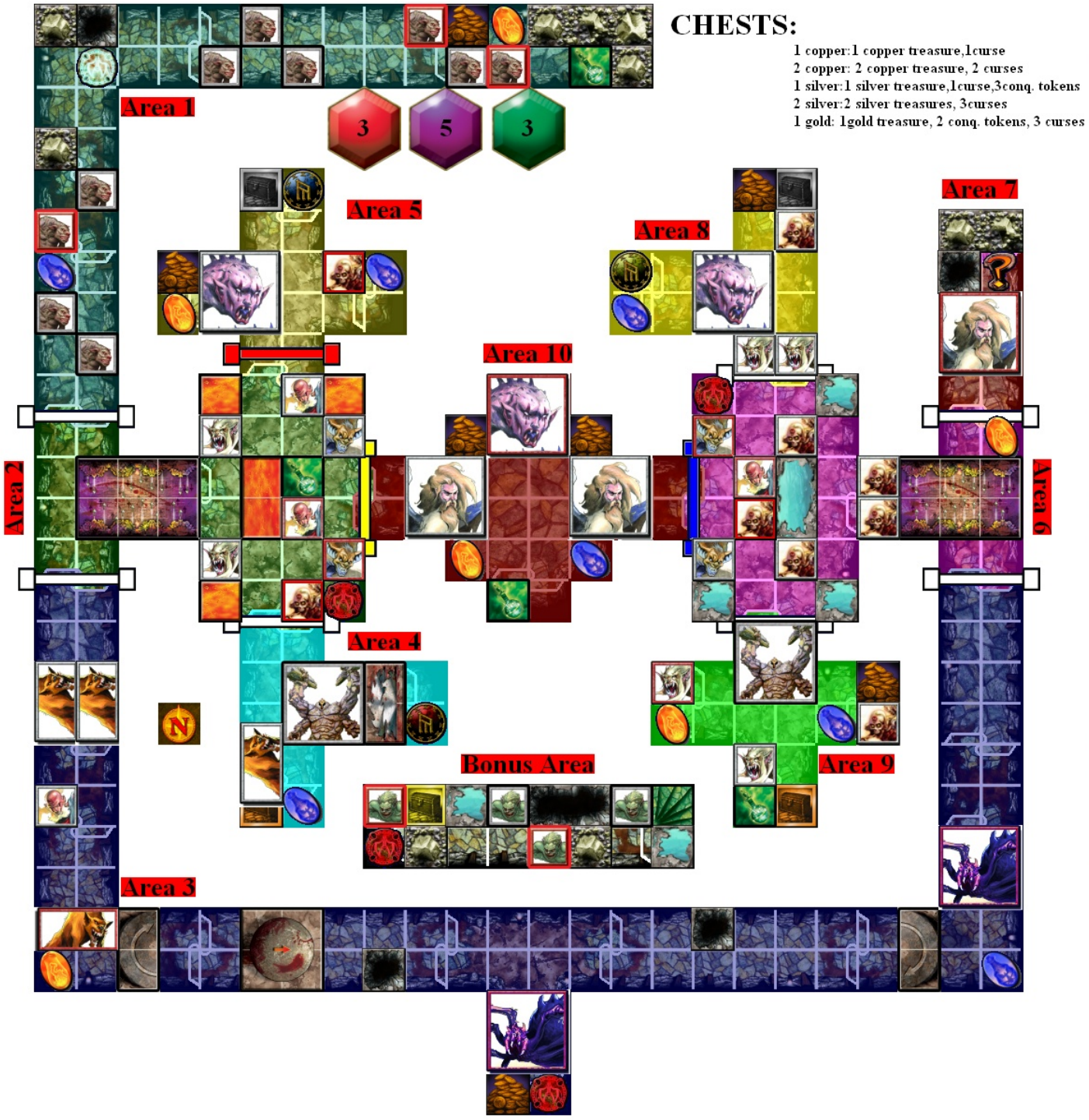

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The Fethered Snake

By Yadicus

Scenario Background

You were traveling throught a peacefull valey of Trevenloe. Your previous mission was realy hard and you all enyojed an opportunity to make a routine border patrol for the Duke Salazar. You saw the village at last - it was some gathering in the centre of the village. When you come closer you see a group of priest of some kind in a feathery cloaks that was trying to kill some poor peasant. The priests look at you and one of them speek:
"You are not welcomed here unbelivers - go away from the land of Quetzalcoth or the wrath of the Feathered Snake will come upon you like on this sinner" He point him with a finger and the peasant is suddenly stiked with a lightning from a clear sky. "Begone!" - speaks the priest oncemore and slowly goes away with the other priest.
When they dissaper from your sight you started to ask villagers about this whole situation. They fear to speek - but you presence encouraged them - they speek of some strange priest from ziggurat that lays in the Greytop Mountains on the north -the mysterious building with no dorways or windows. They speek of a terror that came from there. You've decided to venture into the misterious ziggurat and find out what is realy going on. After sending man with a message to the Duke you are ready to go with a guide to the Greytop Mountains.
After long journey you finaly reach your destination. Your guide Thoma stays in the forest in the shadow of great building made of black stone. You realize that this is true that ziggurat has no doors or windows. You look whole ziggurat to find some entrance and finaly find small hole in the building wall where stone avalanche destroyed part of the building. When you climb throught the piles of rocks you think that this may be the only way in.

Mission Goals

Enter the Ziggurat of the Snake and stop the Quetzalcoth and Feathered Priests from gaining influence over the whole region.
You must kill the Quetzalcoth and stop this threat once and for all. If you manage to activate some ancient glyphs of transport it will be better for you - you may get some help from the villagers then.

The Feathered Snakes:
They are snake-like beeings with great feathery wings. They are somehow bound to the power of storm and thunder, with the ower of elements. Treat all Nagas in this scenario(summoned too!) as Feathered Snakes

Normal - treat as Naga eith exeptions below
It has magic attack using:WGG and 4 points of armor. It has also Grapple, Fly, Sorcery 2, Daze.It may alco sacrifice its whole action to Call Lightning -> gets Bolt ability for its next turn (mark "charged" status with threat token)
Master - treat as Master Naga eith exeptions below
It has magic attack using:WGGK and 5 points of armor. It has also Grapple, Fly, Sorcery 3, Daze and Command.It may alco sacrifice its whole action to Call Lightning -> gets Bolt ability for its next turn (mark with threat token)

Area1 - The Kobold Lair

You are in the outer corridor. The hole in the wall by witch yo have entered is unregular and some debris lies nearby. The east side of the corridor is blocked by the large stones - it propably collapsed there. When you are watching the surroundings closely you see some small footprints coming throught the hole, lots of footprints...

Area 2 - The Chamber of Fire

When you enter this chamber you feel heat and see the bloody light on the walls. Inside is a large wall of fire and whole room is held on four pillars of flame that reach the ceiling. You see the Feathered Priest at the other side of the flames - he points you and the guardians of the ziggurat move to stop you.

The monuments here are the eternal guardians of this place. They cannot be harmed in any way but wont act until awaken.When heroes open one of the door to inner sanctum (blue or yellow rune door) statues come to life and can be activated in the next overlord turn. Treat them as apropriate Razorwing models (one normal and one master).

The Master Sorcerer here is the Nahlatep - the Priest of Fire.
Treat it as normal master sorcerer with 4 armor points and burn ability. He may move throught lava obstacles without any penalties and is immune to burn. Heroes gets 2 conq. tokens for defeating him for good.

Area 3 - Halls of Thunder

When you enter the corridor you hear a low and powerfull sound like a thunder. But you dont have time to think about it you see one of the priests that unleash some demonic beasts on you.

Area 4 - West Guardian Room

This area is dark and looks like some sort of a storage room. Suddenly you see a move in the corner - you see like a large stone statue moves and comes to live. A guardian awakes...

Area 5 - West Fethered Snake Lair

As you enter this room you realize that this is some sort of a living quaters. A smell of some weird incense is making you sleepy. Then suddenly from some small room on the left some strange creature emerges. It has a snake-like body with emerald scales and huge feathered wings. It looks at you and hisses. You feel like the air is filed with electricity - some sparcks are jumping on your blades - without hesitation you attack.

Area 6 - The Chamber of Water

This area looks almost like the chamber of fire but instead of

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fire pillars from the ceiling drops four waterfalls and in the center of this room is large pool of water. The Feathered Priest is waiting for you.

The monuments here are the eternal guardians of this place. They cannot be harmed in any way but wont act until awaken.When heroes open one of the door to inner sanctum (blue or yellow rune door) statues come to life and can be activated in the next overlord turn. Treat them as apropriate Razorwing models (one normal and one master).

The Master Sorcerer here is the Acquat - the Priest of Rain.
Treat it as normal master sorcerer with 4 armor points and stun ability. He may move throught water obstacles without any penalties and is immune to stun. Heroes gets 2 conq. tokens for defeating him for good.

Area 7 - Sealed Pasage

You enter the corridor blocked by huge pile of stones. It must be corridor that was connected to the corridor near the entrance. Then from the pile of rocks arise some furry beast that stretches its bat-like wings and roars.

When Players enter the encounter marking reveal the stairs to the bonus area and read the following:

As you search throught the piles of rock you see that your torch shivers as if some wind was blowing... You realize that there may be some passage below. After removing some stones you see the small tunnel that is leading into the darkness under your feet.

Area 8 - East Fethered Snake Lair

As you enter this room you realize that this is some sort of a living quaters. A smell of some weird incense is making you sleepy. Two guards blocks your way. When you prepare to silence them suddenly from some small room on the left emerges a creature with a body of snake, emerald scales and huge feathered wings. It looks at you and hisses. You feel like the air is filed with electricity - some sparcks are jumping on your blades - without hesitation you attack the guards to stop the Feathered Snake.

Area 9 - East Guardian Room

This area is dark and looks like some sort of a storage room. A way into the room is blocked by the large stone statue that when you enter starts to move and comes to live. A guardian awakes...

Area 10 - The Inner Sanctum

High walls climb to the sky, sunlight comes through the hole in the ceilling far above. In the center of this room you see giant feathered snake witch golden scales. It raises its head and look upon you with his hipnotising eyes. "Now yooouu willll meet your dooom!" - hisses. Some shadow conceals the hole and two manticores swoop down to protect their master.

"Eternal guardiansss arissse and protect meee!" On this command you hear scream of the statues coming to life. This scream awakes you also from this hipnotic look.

Treat Quetzalcoth as Master Naga eith exeptions below
It has magic attack usingWGGKK, 6 points of armor and additional 8 hitpoints. It has also Grapple, Fly, Sorcery 3, Daze and Command.
It may alco sacrifice its whole action to Call Lightning -> gets Bolt ability for its next turn (mark with threat token)

When the Quetzalcoth is defeated the hero gains 5 conquest tokens and are victorius

As you watch the fallen body of a mighty snake with its wings covered with blood you feel only a cold satisfaction. You are very tired and it is very long way for you to get to the village... but the Duke will be realy happy when he hear about it. And maybe he make you happy then ...

Bonus Area - The Forgotten Cellar

As you walk down the stairs you enter a wet and dark cellar. Some foul stench is in the air. The cellar is almost buried in rubble, there are holes in the flor where large stones fell from ceiling. You hear some noise - like a claw on the stone...

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